

WHAT IS CLAIMED IS:

6/24/94
1. In a computer system having a server computer and a client computer, a method of producing scripts for load testing a software application, comprising the steps of:
capturing application calls on the client computer, the application calls including application calls generated in response to user interactions;
recording timing information of the captured application calls; and
generating a script from the captured application calls that generates application calls according to the timing information of the captured application calls.

2. The method of claim 1, setting a timer to determine timing information of the captured application calls.

3. The method of claim 1, further comprising the steps of:
capturing user interface calls on the client computer;
recording timing information of the captured user interface calls; and
generating the script from the captured user interface calls that generates user interface calls according to the timing information of the captured user interface calls.

4. The method of claim 3, setting a timer to determine timing information of the captured user interface calls.

5. The method of claim 1, further comprising the step of setting a flag in the script if an error is generated during script generation.

1 6. The method of claim 5, further comprising the
2 step of ignoring an error generated during script execution if
3 the flag indicates the script was also generated during script
4 generation.

1 7. The method of claim 1, further comprising the
2 step of executing a plurality of scripts to emulate a plurality
3 of users.

1 8. The method of claim 1, further comprising the
2 step of creating a report of response times of the server
3 computer.

1 9. The method of claim 1, wherein the captured user
2 interface calls are Windows API calls.

1 10. The method of claim 1, wherein the captured
2 application calls are SQL API calls.

1 11. A computer program that produces scripts for
2 load testing a software application, comprising:

3 computer readable code that captures application
4 calls on a client computer, the application calls including
5 application calls generated in response to user interactions;

6 computer readable code that records timing
7 information of the captured application calls; and

8 computer readable code that generates a script from
9 the captured application calls that generates application calls
10 according to the timing information of the captured application
11 calls;

12 wherein the computer readable codes are stored on a
13 tangible medium.

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1 12. In a computer system having a server computer
2 and a client computer, a method of producing scripts for load
3 testing a software application, comprising the steps of:

4 capturing application calls on the client computer,
5 the captured application calls including references to data
6 stored locally on the client computer;

7 identifying in the captured application calls
8 references to data stored locally on the client computer;

9 accessing the data through the references in the
10 captured application calls; and

11 generating a script from the captured application
12 calls that generates application calls that include the
13 accessed data in place of the references in the captured
14 application calls, the script including the accessed data.

1 13. The method of claim 12, wherein the references
2 in the captured application calls are pointers.

1 14. The method of claim 12, wherein the captured
2 application calls are SQL API calls.

1 15. The method of claim 12, wherein the script
2 includes source language statements.

1 16. The method of claim 15, further comprising the
2 step of user editing the script.

1 17. The method of claim 15, further comprising the
2 step of compiling the script into an executable load test
3 program.

1 18. The method of claim 12, further comprising the
2 step load testing a system utilizing a plurality of scripts.

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1 19. A computer program that produces scripts for
2 load testing a software application, comprising:

3 computer readable code that captures application
4 calls on the client computer, the captured application calls
5 including references to data stored locally on the client
6 computer;

7 computer readable code that identifies in the
8 captured application calls references to data stored locally on
9 the client computer;

10 computer readable code that accesses the data through
11 the references in the captured application calls; and

12 computer readable code that generates a script from
13 the captured application calls that generates application calls
14 that include the accessed data in place of the references in
15 the captured application calls, the script including the
16 accessed data;

17 wherein the computer readable codes are stored on a
18 tangible medium.

1 20. In a computer system having a server computer
2 and a client computer, a method of producing scripts for load
3 testing a software application, comprising the steps of:

4 capturing application calls on the client computer,
5 the captured application calls specifying information to be
6 sent to the server computer;

7 translating the captured application calls into
8 source language statements; and

9 generating a script including the source language
10 statements that generates application calls.

1 21. The method of claim 20, further comprising the
2 step of translating captured application calls for different
3 applications into a same source language.

1 22. The method of claim 20, further comprising the
2 step of capturing user interface calls on the client computer.

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1 23. The method of claim 22, further comprising the
2 step of translating the captured user interface calls into
3 source language statements.

1 24. The method of claim 23, wherein the script
2 generates user interface calls.

1 25. The method of claim 20, wherein the source
2 language statements are in the C programming language.

1 26. A computer program that produces scripts for
2 load testing a software application, comprising:
3 computer readable code that captures application
4 calls on the client computer, the captured application calls
5 specifying information to be sent to the server computer;
6 computer readable code that translates the captured
7 application calls into source language statements; and
8 computer readable code that generates a script
9 including the source language statements that generates
10 application calls;
11 wherein the computer readable codes are stored on a
12 tangible medium.

1 27. In a networked computer system having a first
2 computer (script driver) and a second computer (system under
3 test), a method of for load testing a software application,
4 comprising the steps of:
5 the first computer executing scripts that emulate a
6 plurality of users, the scripts including delays representative
7 of actual user sessions;
8 the first computer sending requests to the second
9 computer over a network;
10 the second computer responding to the requests over
11 the network; and
12 ~~measuring response times of the second computer.~~

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1 28. The method of claim 27, further comprising the
2 step of a third computer on the network displaying a script
3 directed user session in progress.

1 29. The method of claim 27, further comprising the
2 step of selecting a display mode where a third computer on the
3 network displays a script directed user session in progress.

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